DKThias, Norway, and Renzokusei present

Ore ga Ojou-sama Gakkou ni "Shomin Sample" Toshite Rachirareta Ken

Chapter 19 - Yogashim Isn't For Beginners

http://dkthias.com/ http://renzokuseiscans.blogspot.com/

RAW PROVIDER - MICHAEL KISKE
TRANSLATOR - AP
PROOFREADER - ISKORTS
CLEANER - DKTHIAS
REDRAWER - DYRON-KUN, DEREK
TYPESETTER - AP
QUALITY CHECKER - DEREK, DEMO

WRITTEN BY NANATSUKI TAKAFUMI
DRAWN BY RISUMAI
PUBLISHED BY ICHIJINSHA
SERIALIZED IN COMIC REX (MO)

THANKS TO CONEXAO DIARIA SCANS

俺がお嬢様学校に「庶民サンプル」として拉致られた件

THE SECOND ACT OF THE LADIES' FIELD TRIP TO COMMONER LAND!!

THE NEXT ATTRACTION IS A GAME ARCADE.

単行本3巻が全国書店にて絶賛発売中!!

単行本1~2巻も重版出来御礼!!

俺がお嬢様学校に庶民サンプル」として拉致られた件

漫画 七月隆文
原作 りすまい
キャラクター原案 閏月戈

UFOキャッチャーでもかわいそ可愛い
愛佳さん
AIKA

Chapter 19 - Yogashim Isn't For Beginners

TN Note: *Yogashim* is a parody of *Dhalsim* from the *Street Fighters* series

THEY ACT AS IF THEY'RE ON A TRIP TO ANOTHER PLANET.

SFX: Dazed

ぽ°か〜…ん

BUT IT'S STILL SURPRISING THAT THESE LADIES, OF THE HIGHEST CLASS, WHICH COMMONERS WOULD NEVER HAVE A CHANCE TO MEET, ARE OVERWHELMED BY THIS.

TO ME, NEITHER MAX BURGER NOR THE GAME ARCADE ARE UNCOMMON.

I AM VERY HAPPY TO BE ON THIS FIELD TRIP...!

G-GOOD FOR YOU.

I REALLY THINK...

...KIMITO-SAMA.

SFX: Happy

AS EXPECTED OF YOU, REIKO-SAMA!

SFX: Chatter

SFX: Chatter

ALONE...

.....

WE CAME HERE ON MY ADVICE, TOO, BUT...

ALONE...

KYAH~

KYAH~

WE'VE FAILED.

ONE OF THE THINGS AIKA IS GOOD AT ARE THE VIDEO GAMES THAT SHE HAS ALWAYS BEEN PLAYING.

SHE CAN ALSO PLAY MAJOR FIGHTING GAMES TO SOME EXTENT.

Even capable of using EX skills.

WELL, ONCE THEY'RE DONE OVER THERE, THEY MIGHT COME HERE LATER.

OH LORD.

LET'S RELAX AND WAIT.

PUFF OUT

AH, SHE FAILED AGAIN...

SFX: Down...

.....

I'M OKAY, SO YOU CAN LEAVE.

...YOU CAN LEAVE.

COME WITH ME.

...IT'S OKAY.

SHE STILL TENDS TO GIVE UP, ANYWAY...

...JUST LIKE WITH THE COMMONER PARTY LAST TIME,

I SEE.

THEN, I'LL BE BACK SOON.

SFX: Brightened

いよぉっ…！

OF COURSE, WE'RE INDEBTED TO YOU!

MIND IF I SHOW YOU HOW TO PLAY THAT?

AH, KIMITO-SAMA.

EXPECTANT EYES

IT FEELS A LITTLE UNCOMFOR-TABLE...

SFX: Whir

BUT WITH THE WAY THEY'RE PLACED, IT LOOKS EASY TO PICK UP. THE HANDLES ARE BIG ENOUGH TOO. IT LOOKS VERY SIMPLE.

I'M NOT REALLY INTO UFO CATCHERS...

YES!

NOW I'M GONNA PICK THAT UP OVER THERE, KEEP YOUR EYES OPEN!

SFX: Tumble

SFX: Piro x3

OKAY!

TEXT: Wah!

SFX: Brightened

HERE, TAKE THIS.

...ARE YOU GIVING IT TO ME?

OF COURSE.

I-I'M ETERNALLY GRATEFUL!

SFX: Squeeze

...TH-

THEN...

I SHALL START.

IF SHE'S THAT MOVED BY THIS, IT'LL JUST MAKE HANDLING HER EVEN MORE CONFUSING FOR ME.

I WILL CHERISH IT FOR THE REST OF MY LIFE.

T-THEN,

YES.

WHY DON'T YOU TRY IT LIKE I DID?

SFX: whir

...AH!

AH...

HANDS OFF THE BUTTON!

AH, RIGHT THERE!

EH?

SFX: Clink

DON'T WORRY. YOU CAN STILL PICK ONE UP OVER THERE.

WH-WHAT DO I DO...?

SFX: Reach

...
AH...

PRESS THE FORWARD BUTTON.

LET'S GO.

...Y-YES.

SFX: Squeeze

K-KIMITO-SAMA...

HEY, LOOK CAREFULLY.

...
AH!

SFX: Tremble

HOW'S THAT?

Y-YES...

GROAN...

...I-IT'S BIG AND IMPOSING...

AHH...

WE'RE MOVING IT DEEPER SLOWLY.

AHH...

SFX: Impact

AH, NOT YET...

!

WE'RE ALMOST THERE.

NO, WE'VE REACHED THE LIMIT.

NO WAY~

I CAN GO JUST A LITTLE FURTHER...

...AHH!

SFX: Piro x3

THANK YOU SO MUCH.

TH-

OKAY, WE CAUGHT IT.

SFX: Dopey

SFX: Whir

WAS SHE SO HAPPY TO GET THE STUFFED DOLL?

THEN, IT'S OKAY NOW, RIGHT?

SFX: Bump

SFX: Move slowly

SFX: Whir

WHAT'RE YOU DOING? QUICK!

WAI-

HEY, THERE!

STOP!

WANT TO TRY IT?

...Y-YES!

K-KIMITO-SAMA.

WHAT DO I DO...?

.....

AM I JUST IMAGINING IT OR DID SHE CORNER HER-SELF WITHOUT HESITATION?

SFX: Whir

Do it like this..

OKAY. NOW EVERYBODY'S GOT ONE.

SFX: Turn

THEN, I'LL LEAVE NOW...

SFX: Line up

W-

WHAAT!?

ASSIST ME, PLEASE!

I DON'T KNOW THE FEEL OF THE BUTTON WELL!

KIMITO-SAMA, PLEASE TEACH ME TOO!

UM...

.....

Ah!

SFX: Rise!!

FX: Snort

ぶもっ!

ぐっ!!

ドサッ!!

SFX: Thud Thud

WHAT THE HECK?

WHY IS EVERYONE MAKING THE SAME MISTAKE, MOVING THE CRANE TO THAT CORNER?!

AFTERWARDS, I INSTRUCTED ONE AFTER ANOTHER.

SFX: Clink

SFX: Bump

DIDN'T YOU CATCH ONE EASILY JUST NOW?!

KIMITO-SAMA, PLEASE GIVE ME A THOROUGH INSTRUCTION ♡

SFX: Commotion

おい

おい

...FUU~

!!!

SFX: Flush

...
HMM?

SOMETHING FEELS OFF ABOUT THIS THOUGH...?

KIMITO-SAMA, WHAT ARE YOU DOING?

...THIS ONE'S PROBABLY WAY BEYOND THEIR SCOPE TOO.

IT'S ONLY A GAME.

LIKE SHOGI OR CHESS.

I SEE...

WELL, WHAT IS THIS?

THIS IS CALLED A *FIGHTING GAME.*

USING THESE BUTTONS, YOU FIGHT WITH YOUR ENEMY IN THE GAME.

F-FIGHT?

TN Note: *Shogi* is a Japanese chess.

OH MY!

EVERYBODY! KIMITO-SAMA SAID HE WOULD PLAY THIS!

YES! PLEASE!

WANT ME TO TRY IT FOR A MOMENT?

WAIT...

SEEMS AIKA IS NOW A HOPELESS CASE.

SFX: Chatter

WHAT AN IMPRESSIVE AMOUNT OF PRESSURE.

I'm not really good at this, though...

SFX: Tension

1P play

ピコーン!

SFX: Picon!

SFX: Flap

Character Select

Ryuko

WHAT IS THE MATTER?

N-NO-THING...

NOO!!!!

RYU BECAME RYUKO-OOO!

EVERY CHARACTER GOT A GENDER CHANGE!

TN Note: Ryuko is a girl's name.

JUST FOR THIS FIELD TRIP?

...WH-WHAT? IS IT A SPECIAL EDITION EXCLUSIVE FOR SEIKAIN?

IT'S FOR KESOKO, RYU'S RIVAL...

AMERICAN STAGE...

FOR STARTERS, LET'S CHOOSE RYU... NO, RYUKO FIRST.

SFX: Press

SFX: Beep

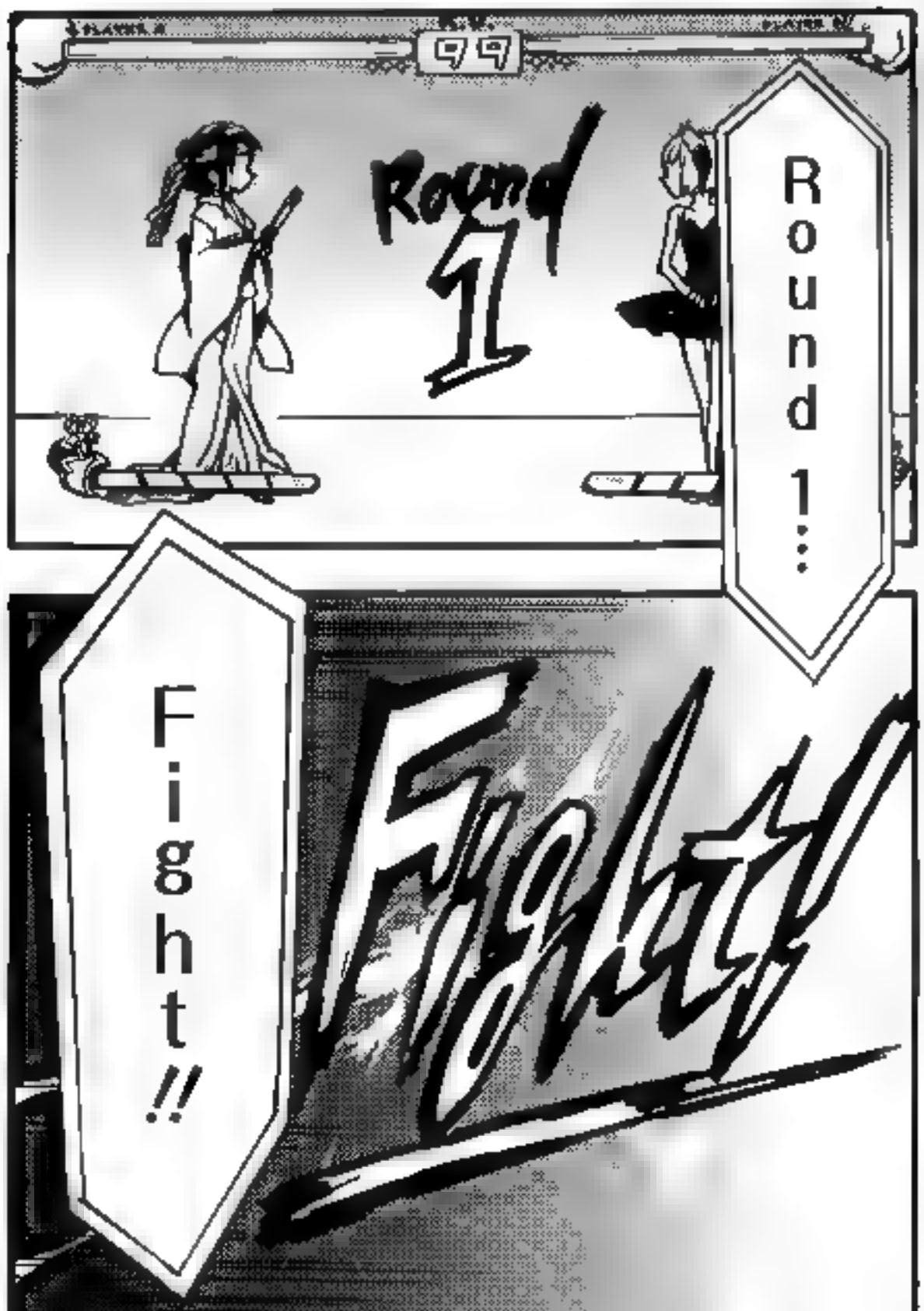
SFX: Street Fighters' signature BGM

KESOKO IS WEARING A RED TUTU AND MAKING A BALLERINA POSEE EEEE!!

VS

Kesoko

SFX: Shocked



WH-WHAT'S THE MATTER, KIMITO-SAMA?
AH, NO-THING.
WHAT'S WRONG WITH YOU, CAPC-
THIS GAME LOOKS A LITTLE DIFFERENT FROM WHAT I KNOW...
Haha...

SFX: Flap Flap

77

SFX: Spin Spin

SEEMS LIKE EVERYTHING ELSE IS THE SAME EXCEPT FOR THE CHARACTERS.

KEEP IT UP, KIMITO-SAMA!

IS IT STARTING?

SFX: Hop

78

SFX: Sudden move

...HAH?

flutter

PAS DE CHAT!

IS SHE CHARGING AT ME...?!

SFX: Shock wave

WHA-AAT?!

I RECEIVED DAMAGE?!

KYAAAAH!

SFX: Turn

HADOUKEN ISN'T WORKING!

...

WHAT A FLUTTERING STEP!!

...WH-WHAT THE HELL IS GOING ON?

TN Note: "What a scary child" is a famous meme from Glass Mask.

SFX: Hit

I COULDN'T TAKE MY EYES OFF THOSE GRACIOUS HAND GESTURES OF YOURS!

What a scary child!!

...

OW?!

WHY DID SHE GET HIT?!

TN Note: Kanamegaeshi is a basic dance technique - you hold a fan with your fingers, and flip or spin it.

I-IS THAT SO...?

IT IS ONE OF THE MOVES N JAPANESE TRADITIONAL DANCE!

KIMITO-SAMA,

THAT'S KANAME-GAESHI!

BUT ALL SHE DID WAS SPIN THE FAN?!

Strong Fighters 4 Menu

IMPRESSION GAUGE

The gauge increases as you are impressed by a skill from your opponent.
The one who impresses her opponent to the extremefirst, will win!

うっとり…

©CAPCOSO

SFX: Enraptured

WHAT A FLUTTERING STEP!!

PAS DE CHAT!

SFX: Shock wave / Hop

PLAYER A

75

I COULDN'T TAKE MY EYES OFF THOSE GRA-CEFUL HAND GESTURES OF YOURS!

SFX: Spin / Bam!

N-no… it's nothing.

WHAT IS THE MATTER, KIMITO-SAMA?

NO WAY, THIS IS *NOT* A FIGHTING GAME ANYMORE-EEEEEEE!!

SFX: Slam

WHAT IF SEIKAIN'S PRESENCE GETS REVEALED BY THIS...

...WELL, I GUESS IT'LL BE OKAY.

Given the information security here

I COULDN'T CARE LESS,

BUT KESOKO WAS VOICED BY ERI.

THAT POPULAR VOICE ACTRESS POPS UP EVERY-WHERE.

SFX: Strikes!!

THIS ISN'T GOOD FOR US...!

SHE USED A DIFFICULT SKILL!!

HOW CAN YOU RAISE YOUR LEG SO HIGH?!

CHEER!

GRAND BATTE-MENT!

SFX: Impact

WE SHOULD TAKE UP THE CHAL-LENGE!

K-KIMITO-SAMA!

Wah!

I HAVE NO IDEA WHAT'S GOING ON, BUT IT SEEMS LIKE EVERY-ONE ELSE IS EXCITED

SFX: Spin

SFX: Slow moves...

SFX: Flap Flap

HADOKEN -> SENPUU KYAKU -> SHO-RYUKEN

SFX: Click x3

WA

AH

THAT WAS AMAZING, KIMITO-SAMA!!

I DON'T GET WHY I'M BEING PRAISED AT ALL.

KANAME-GAESHI, OKURI, FOLLOWED BY...

YUKI!!

TN Note: Okuri is a farewell move as part of a Kabuki show, and Yuki means "snow" in Japanese.

SFX: Spotlight!

Ahh!

THIS CAN'T BE GOOD...!

THIS IS THE DYING SWAN!!

COULD IT BE...AN EX-CLASS SKILL?

SFX: Wobble

SFX: Wobble

SFX: Weary

IT WAS SO CLOSE, BUT I MANAGED TO SURVIVE IT!

OKAY, I'M ALSO GOING WITH AN EX-CLASS SKILL...!

SFX: Open

SFX: Drop!!

I COULD SEE THE FIGURE OF A SWAN IN THE THROES OF DEATH PRACTICALLY RAAAAADIATING FROM KESOKO-SAMA'S MOVEMENTS~~!!

SFX: STRIKE EVERYWHERE!!

WHAT IMPECCABLE FORM!

Text: WAH!

TN Note: *Sagi Musume*, or *The Heron Maiden*, 's a Kabuki title featuring a white heron fairy.

あっ

THIS IS *SAGI MUSUME!!*

YOU MUST BE PLANNING TO COUNTERATTACK HER WITH THE *NAGAUTA* WHOSE END CHANGED UNDER THE INFLUENCE OF *THE DYING SWAN?!*

HOW GRACEFUL OF YOU, KIMITO-SAMA!!

ELEGANT *KUDOKI*, VIVID AND POWERFUL *KASAZU-KUSHI*,

AND FUTILE *SEME* RIGHT AFTER *BUKKAERI* ...!

I DON'T FREAKING UNDER-STAND ANYTHING THEY'RE SAYING...!

TN Note: See Endnote for these Japanese drama termilogy.

THUS...

NO... HAHA ...

WHAT A NOBLE CONTEST! I FEEL ADMIRA-TION FOR YOUR TECHNIQUE!!

AS EXPECTED OF YOU, KIMITO-SAMA!

I WON.

KE SO KO ...I ADMIT MY DE-FEAT.

SEEMS LIKE THEY'RE HAVING FUN.

1P

1P

1P

パシッ

パシッ

A FIELD BATTLE OF WEAK PUNCHES.

ASAGI-SAMA, FOCUS, PLEASE!

AOI-SAMA, KEEP IT UP!

SFX: Chatter

SFX: Pash x4 TN Note: The description implies they're just pushing A buttons.

PAS DE CHAT!

AHH...

PAS DE CHAT!

STRIKE

PAS DE CHAT!

SFX: Hit

ASAGI-SAMA! WE SHOULD TAKE UP THE CHALLENGE!

AN IRON LAW FOR NEWBIES, "WHOEVER LEARNS TO USE HADOKEN FIRST GAINS AN ABSOLUTE ADVANTAGE," IS AT WORK.

SFX: Strikes!!

PLAYER A

K.O.

OH,

NOW SHE'S STUCK IN A CHAIN OF CRITICAL SKILLS COMING OUT BY ACCIDENT...

PAS DE-

GRAND BATTE-MENT!

PAS DE CHAT!

FUE~

Fueee...

TEARY~

PAS DE-

PAS DE CHAT!

WHEN IT COMES TO THIS, THERE'S NOTHING A BEGINNER CAN DO ABOUT IT.

がちゃ

SFX: Clicks

がちゃ。

SFX: Strikes!!

I GUESS IT'S OVER FOR NOW.

SHE'S SO CAUGHT UP IN THE MOMENT THAT HER FACE IS STUCK IN AN AHEGAO!

PAS DE-

GRAND BATTE-MENT!

PAS DE CHAT!

SFX: Appear

TN Note: Ahegao is facial expressions of unbearable ecstasy or pain.

WHAT'RE YOU DOING?!

GUARD!

GRAB

YOU SHOULD USE A SKILL TOO!

GOTTA COUNTER-ATTACK!

EH?

EH...?

SFX: Extend

PLAYER A

FLOWER ARRANGEMENT

OH MY, THE ANGLES ARE SIMPLY IMMACULATE!

SFX: Bash!

PUSH THE LEVER TO THE LEFT, TURN IT HALFWAY, AND PUNCH!

HEY, LOOK HOW I'M PLAYING IT CLOSELY!

SFX: Spin

ASAGI-SAN, WILL YOU PRESS THE PUNCH BUTTON WHEN I SAY "GO"?

THEN, I'LL BE IN CHARGE OF THE LEVER,

GOOD?

LET'S GO, OKAY?

UM,

SORT OF...

GOT IT?

Y-

YES.

TURN IN A CIRCLE...

GO!

ぽぃ!

SFX: Pat!

LET'S GO ONE MORE TIME!

I-

IT WORKED!

A SUPPORTING BRANCH!

!

SFX: Extend

NOW THAT SHE'S SO INTO SUPPORTING HER, SHE DOESN'T KNOW WHAT SITUATION SHE'S IN.

SHE COULDN'T LEAVE IT ALONE BECAUSE ASAGI-SAN WAS SO POOR AT GAMING;

HOLY CRAP, AIKA.

ぽかーん…

SFX: Aston'shed...

WE WON!

YOU WIN

はぁ、はぁ!

SFX: Tap! Tap!

SFX: Impact!!

3

4

5

HEAVEN, EARTH, AND MAN!!

BUT HE'S A LITTLE LESS INTER-ESTING!

I SAY YOU BEGIN WITH RYU. HE'S EASY TO USE AND HE'S THE STRONGEST.

YOGASIM ISN'T FOR BEGINNERS.

THE CHARACTER IS SO UNIQUE, IT'S VERY HARD TO HANDLE HIM.

TAKING THAT INTO ACCOUNT, MY RECOM-MENDATION IS...

OOP!

...TH-

SFX: Twitch

THANK YOU VERY MUCH.

SFX: Smile!

AIKA-SAMA,

IT APPEARS YOU ARE VERY GOOD AT THIS.

SFX: Grip

DO YOUR BEST!!

THIS IS THE CRUCIAL MOMENT!!

RARELY IN LIFE

DOES ONE GET A CHANCE LIKE THIS... TO CONSCIOUSLY CHOOSE THE ROUTE WHICH WILL SHAPE ONE'S OWN DESTINY!!

...S-

YES!!

SORT OF.

Text: WAH!

SFX: Brightened

AIKA-SAMA, COULD YOU TEACH ME TOO?

TEACH ME TOO, PLEASE!

S-

YOU DID IT!!

SURE!

A STEP FORWARD FOR MISS TSUN-PURE!!

CHAPTER 19 END

TRANSLATOR'S NOTE:

On Page 29 of Shomin Sample Chapter 19,
"Nagauta" is a genre of Japanese traditional songs, played by a string instrument called *Shamisen*, along with vocals.
"Kudoki" is a plea of a female character to her lover or expression of pathos or deep sorrow, usually through mime, to sung lyrics.
"Kasazukushi" is a section of *the Heron Maiden* in which a dancer performs a lyrical sequence to a description of umbrellas.
"Seme" is a brief portion of *the Heron Maiden* in which the title figure suffers the tortures of hell.
"Bukkaeri" is a quick, onstage costume change technique in an artistic way.